

SONIC 2

THE HEDGEHOG 2™



SEGA™

GAME GEAR™

COLOR PORTABLE VIDEO GAME SYSTEM



EPILEPSY WARNING

WARNING: READ BEFORE USING YOUR SEGA
VIDEO GAME SYSTEM

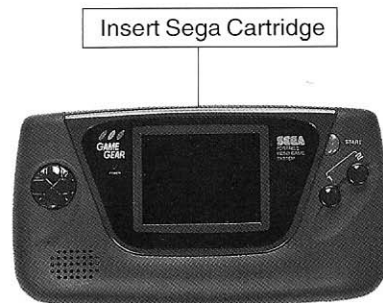
A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. **If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game: dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions, IMMEDIATELY discontinue use and consult your physician before resuming play.**

Starting Up

1. Set up your Sega Game Gear System as described in its instruction manual.
2. Make sure the power switch is OFF. Then insert the *Sonic The Hedgehog 2™* cartridge into the Game Gear unit.
3. Turn the power switch ON. In a few moments, the *Sonic The Hedgehog 2* Title screen will appear.
4. If the Title screen doesn't appear, turn the power switch OFF. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power switch ON again.

Important: Always make sure the power switch is turned OFF before inserting or removing the Sega cartridge.

Note: *Sonic The Hedgehog 2* is for one player only.



Robotnik Returns!



All was peaceful and quiet on South Island after Sonic the Hedgehog™ crushed the plans of the diabolical Dr. Ivo Robotnik™ for the first time. Far too quiet, in fact, for a hyper young hedgehog who craves action. So Sonic left South Island in search of other adventures.

When he returned, Sonic found no sign of his friends anywhere. Confused, he went back to his digs to think, and found a note waiting for him. It was from Miles (or "Tails," as he is called), a two-tailed fox who is one of Sonic's closest friends:

"Dear Sonic,

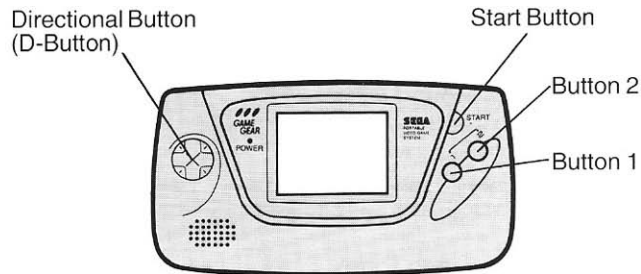
"Robotnik is back, and he's captured all the animals on the island! He is holding me in a place called the Crystal Egg. In order to free me, you have to find and bring the six Chaos Emeralds.

"Robotnik made me write this. He says he's waiting for you, and he's created six really nasty robots in order to 'get rid of you once and for all.' I don't know what he has planned, but Sonic, please be careful!

Sincerely, Tails."

There was no time to waste! The letter fluttered to the floor as Sonic dashed off to find the Chaos Emeralds and save his friends.

Take Control!



Directional Button

- Press right or left to move Sonic in those directions. Press and hold in either direction to make him speed up.
- Press down to make Sonic crouch.
- When Sonic is moving, press down and in the direction he is going. Sonic becomes a rolling buzz-saw, able to burrow underground or run down his enemies.
- When Sonic is standing still, press up or down to see the upper or lower section of the screen (this won't work if Sonic is already at the highest or lowest point).

Start Button

- Press to start the game.
- Press to pause the action; press again to resume play.

Buttons 1 and 2

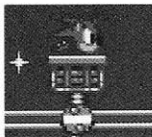
- Press to perform the Super Spin Attack.

Along for the Ride

Hop onto these vehicles to help you get through the Zones. To use a vehicle, simply walk onto it.

Railcarts (Under Ground Zone)

- Sonic has no control over the speed or direction of the runaway railcarts. Just hang on, and use your gut instincts to tell you when to bail out!



Hang Gliders (Sky High Zone)

- Press the D-Button left to make Sonic go up. Press right to make him dive. Keep in mind that when he goes up, he will slow down, unless he can catch a good breeze to carry him along.
- Press Button 1 or 2 to make Sonic jump free of the hang glider.



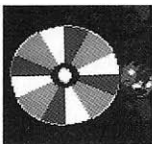
Bubbles (Aqua Lake Zone)

- Press the D-Button up to make the bubble speed up, and press down to make it slow down.
- Press the D-Button left or right to make the bubble go in those directions.



Flywheels (Gimmick Mountain Zone, Crystal Egg Zone)

- Press the D-Button right to make the wheel speed up, and left to make it slow down.
- Press Button 1 or 2 to sling Sonic from the wheel.



Get Ready...



After the Sega logo, you'll see a short introduction followed by the Sonic The Hedgehog 2 Title screen. In a few seconds, a short demonstration appears. To start the game, press the Start Button until the introduction to Act 1 appears.

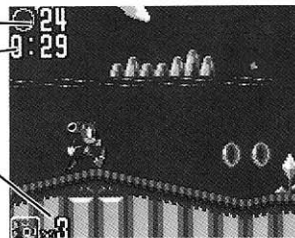
Race for the Rings!

In order for you, as Sonic, to find the six Chaos Emeralds and rescue your friends, you must make your way through seven fantastic Zones, evading dangerous traps and battling Robotnik's latest batch of nasties. Use the left side of the screen to keep track of your status as you go.

Number of Rings

Timer

Chances Remaining



Number of Rings: Rings keep you from being hurt if you are attacked, touch an enemy or get caught in a trap – however, you will lose all your Rings. If you are caught or attacked and you don't have any Rings, you lose one Chance to complete the game.

You receive points for the number of Rings you have at the end of each Round. You can also receive an extra Chance for every 100 Rings you pick up at one time.

Timer: This shows how much time has elapsed since you began the Act. If you don't complete the Act before the timer reads 9:59, you lose a Chance.

Chances Remaining: This shows the number of Chances you have to get through the game.

Special Items

Throughout the game, you'll find Special Items which will be very helpful in getting you through to the final confrontation with Robotnik. Most of the Items are contained in Monitors. To pick up an Item, break open the Monitor with a Super Spin Attack.



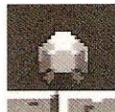
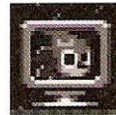
Super Ring: You get 10 Rings.

Power Sneakers: Burn up the screen with an extra burst of speed!



Invincibility: You become invincible to attacks and traps for a short period of time. However, you will lose a Chance if you fall to the bottom of the screen or remain underwater for too long.

1-UP: You get an extra Chance.



Chaos Emerald: Search for these in the Zones. Collect all six to rescue Tails and see the *real* ending!

Bonus Panels

The Bonus Panel appears at the end of every Act. Touch it to set it spinning. When it stops, you'll find out what bonus you've received.



Dr. Robotnik: You get nothing. Sorry!



Ring: You earn 10 Rings.



Sonic: You get an extra Chance!



Tails: You receive a Continue!

Scoring

Each time you complete an Act, this screen updates you on your progress. You'll receive points as follows:



Enemy Robot:	100 points each
Master Robot:	5,000 points each
Silver Sonic:	10,000 points
Dr. Robotnik:	20,000 points

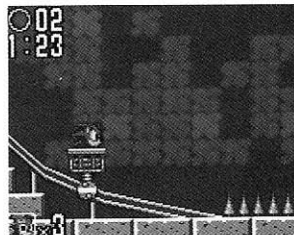
Time Bonus: The less time you spend in each Act, the more points you receive.

Ring Bonus: 100 points for each Ring you possess at the end of the Act.

Zip Through the Zones!

Before you and Sonic can free all his friends, you'll blast through seven dangerous Zones, with three Acts each. At the end of the third Act of each Zone, you'll meet with one of Robotnik's Master Robots. You won't find any Rings in the third Acts, so one wrong move is fatal! After you defeat each Master Robot, attack the Prison Egg to release its captives.

Under Ground Zone



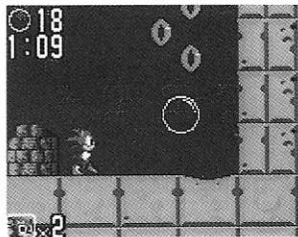
Hop on a runaway railcart for the ride of your life through showers of spikes and over daredevil jumps. Buzz-saw your way through to secret tunnels and hidden Monitors. Sometimes it's hard to get enough momentum for a good ground attack, but get a running start and keep trying!

Sky High Zone

Race over collapsing bridges and grab lots of Rings while you can. Springs bounce you through underground passages, then send you toward the clouds. Grab a hang glider and ride the storm winds over deadly spikes.



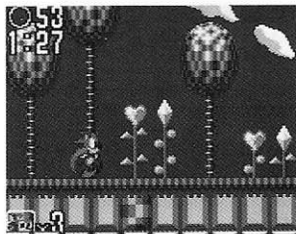
Aqua Lake Zone



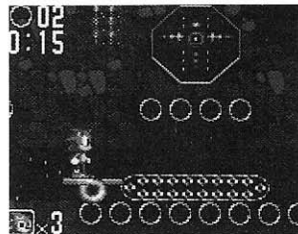
Pick up speed and skim the surface of the lake, picking up Rings as you go. When you go under, don't go for too long without air, or you'll lose a Chance. Take a deep breath from bubbles that float up from some of the blocks. Or when a big bubble comes your way, use it to float toward the top of the screen.

Green Hills Zone

Race through loops and hidden passageways. Ride moving platforms over pits filled with spikes. Spring high in the air over traps and terrain. Grab those Rings and Items, and keep on the lookout for Robotnik's badniks!



Gimmick Mountain Zone

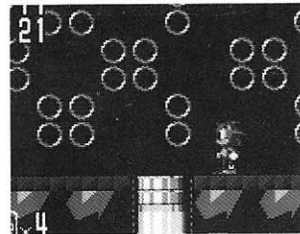


The inside of this metallic mountain is filled with moving conveyor belts, platforms, and whirling flywheels. Catch a ride on a wheel, and sling yourself along. Timing is very important! Walking Bombs and Burrowbots roam through this Zone, making your travels treacherous.

Scrambled Egg Zone

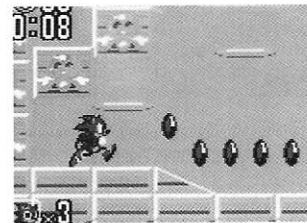
Shoot through twisting, turning pipes that lead to traps or treasure. Use the D-Button to make turns at the junctions.

It is in this Zone that you come face to face with Robotnik's baddest creation, the Silver Sonic! It has the Super Spin Attack, and a bunch of dirty tricks to do in our hero. But does it have what it takes?



Note: If you have collected five Chaos Emeralds and manage to defeat the Silver Sonic, it will relinquish the sixth Emerald to you. If you have less than five Emeralds, you will receive no further Chaos Emeralds for the rest of the game.

Crystal Egg Zone



Rush through a land of sparkling crystal. Break through crystal blocks to find hidden treasure. Use a floating orb to sling you to higher ground.

Here you'll meet with Robotnik himself, in an arena he has prepared especially for you...

Game Over/Continue

When you lose all of your Chances, the game ends. However, if you picked up any Chaos Emeralds or

managed to get a Tails Bonus Panel on one of the Acts, you will have a chance to continue the game.

When the game ends, a countdown screen will appear. Press the Start Button to continue at the beginning of the round you last played. If the countdown runs out, the next game you play will begin at Act 1 of the first Zone.

The game also ends after you defeat Dr. Robotnik in the final Zone. However, you must have the six Chaos Emeralds in order to break Tails out of confinement. Good luck!

Sonic's Survival Tips

- The moment you get attacked and lose Rings, grab the nearest Ring to protect yourself from another attack.
- Platforms can move in any direction, at any time. Watch them and see where they go.

Handling This Cartridge

- This Cartridge is intended exclusively for the Sega Game Gear™ System.
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play.

Limited Warranty

Sega of America, Inc., warrants to the original consumer purchaser that this Cartridge shall be free from defects in material and workmanship for a period of ninety days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective cartridge or component part, at its option, free of charge.

This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or workmanship.

To receive warranty service, call the Sega Consumer Service Department at:

1-800-USA-SEGA

DO NOT RETURN YOUR CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Sega Consumer Service only. Please call first for further information.

If the Sega technician is unable to solve the problem by phone, we will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Sega's Service Center shall be paid by the purchaser.

Repairs After Expiration of Warranty

If your Cartridge requires repairs after expiration of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc. for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

STREETS OF RAGE



**Martial arts madness & knock-out
fighting moves on Game Gear's
Streets of Rage! Join Axel or Blaze
defeat lawless thugs as they fight their
way through terror in order to win
back the streets!**

AVAILABLE CHRISTMAS '92!

Sega, Game Gear, Sonic The Hedgehog 2 & Streets of Rage are trademarks of SEGA.
© 1992 SEGA 3375 Arden Road, Hayward, CA 94545. All rights reserved.

672-0972

Printed in Japan

Patents: U.S. Nos. 4,442,486/4,454,594/4,462,076; Europe No. 80244; Canada No. 1,183,276;
Hong Kong No. 88-4302; Singapore No. 88-155; Japan No. 82-205605 (Pending)